

2006
Brunswick County Park and Recreation
Co. Rec. Kickball Rules & Regulations

Player Eligibility / Team Eligibility:

1. A team consists of 8 (eight) players. A minimum of 6 (six) is needed to start and continue the game.
2. Roster Limit: 16 players per team. The official roster must be turned into the Park Recreation Office prior to your second match. (No additions after the stated date on your schedule.)
3. All players must be 18 years of age or older, by the start of the teams first game.
4. No player shall appear on more than one team's roster.
5. There must be a minimum of 4 players of each gender on the field at all times. In the case where a match is started with only 6 or 7 players, at least 3 must be of each gender.
6. Reporting Scores: Supervisors will report scores to Park Rec. within 24 hours of game completion.

Game Parameters:

1. Regulation games will last 7 (seven) innings or a time limit of 55 minutes. If the game is tied after seven innings or at the time limit, it will be posted as such. If the time limit is in effect during the middle of an inning, that inning will be played out in full and the game will end at the conclusion on the home team's time on offense.
2. No infield practice is allowed after the first inning.
3. A game must complete 3 full innings before it can be considered an official game.
4. Game supervisors have the power to end a game early under the following conditions: 1.) Inclement weather 2.) Darkness 3.) Unplayable conditions at the field of play.
5. If a game is ended before completing three (3) innings, it will not be considered an official game, and will be rescheduled by the Park Rec. Office.
6. Any team playing with a member that is not on the official roster will be required to forfeit, and the game will be recorded as a loss. Can be addressed by the Recreation Department up to seven days after game completion.
7. Protests may be made by a team captain/manager only, and must be made immediately. The Supervisor will hear the protest and will pass on for consideration. The Supervisors final ruling will be in effect during the remainder of the game.
8. An arc will be placed at 180 feet from home plate. The arc will extend from the left foul line to the right foul line. All outfielders will be required to remain behind this line until the ball reached the plate. If the pitch is not 'swung' at, and the outfielder is in front of the line, there is no penalty. If the ball is caught by an outfielder who is illegally across the line, the ball is dead, and the batter is awarded first base and all runners are awarded one base weather they are forced to advance or not.

Offensive Kicking and Base Running:

1. All kicks must be made with an offensive players (the kickers) foot.
2. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball.
3. Bunting is not permitted. The supervisor may call an infield fly rule if a ball is purposely not caught.
4. A runner who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading off and stealing bases between pitches is NOT allowed.
5. In order to prevent injury and protect the defensive player attempting to make a play on a base runner. The base runner must be called out, if she/he remains on her/his feet, and deliberately, with great force crashes in to a defensive player holding the ball, waiting to apply a tag. ** If the act is determined flagrant, the offender shall be ejected.
6. Teams may use as many kickers as they want, but the batting order must remain the same once the game has begun, unless someone has to leave the game permanently. Player that arrives after the game has begun may be added to the end of the batting order. There will be no penalty assessed.
7. All kicks must be made at or behind home plate. If a kicker makes contact with the ball in front of home plate the pitch is a foul ball.
8. Base runner must stay within the base line when advancing between bases. If the runner goes out of the baseline, he or she is out.
9. Fielders must stay out of the base line when the ball is in play. If a runner is hindered in advancing to the next base by a fielder (without the ball), the runner will be awarded the next base.
10. When a kicked ball is caught on the fly, runners must "tag up" on the base they were occupying before advancing to the next base.
11. Defensive players must hit runners below the shoulders when throwing the ball. If a runner is hit above the shoulders, then he or she is safe and can advance one base.
12. If a ball is overthrown when making a play, the runner is allowed to advance to the next base if the ball is deemed 'out of play' and a dead ball.

Defensive, Pitching, Catching Outs:

1. Any pitch crossing home plate higher than one foot is a ball.
2. The pitcher must stay within the pitching circle until the ball is kicked. If the pitcher breaches this rule, the pitch is considered a ball.
3. The catcher must stay behind the kicker until the ball is kicked and may not cross home plate before the ball is kicked. If the catcher breaches this rule, the pitch is considered a ball.
4. No other fielder may advance toward home plate past the bases until the ball is kicked. If a fielder breaches this rule, the pitch is considered a ball.
5. The defensive team may be set up in any order the team wishes. There is no set rule for placing defending players.
6. A count of two strikes is an out.
 - A. A strike is a pitch thrown within the strike zone either not kicked or missed by the kicker.
7. A count of 2 Balls is a walk.
 - A. A ball is a pitch outside of the strike zone.
 - B. A ball is an illegal pitch.
 - C. A ball is a fielder or pitcher advancing to home plate before a kick is made.
 - D. A ball is a catcher crossing home plate before a kick is made.
8. A count of 2 Fouls is an out.
 - A. A foul is a kick that lands out of bounds.
 - B. A foul is a kick that lands in bounds but travels out of bounds before it reaches 1st or 3rd base.
 - C. A fair ball is any ball touched by a fielder who is in bounds.
9. A count of 3 outs by a team completes a half inning.
 - A. An out is a count of 2 strikes or 2 fouls.
 - B. An out is any kicked ball caught on the fly.
 - C. An out is a ball tag or fielder in control of the ball on a base to which a runner is forced to run.
 - D. An out is a runner touched by the ball at any time while not on a base (on or below shoulders).
 - E. An out is a runner who is leading off/leaving a base early.

Live Ball/Dead ball:

1. The ball is considered live and play continues until the pitcher has the ball in his or her control and is in the pitcher's circle. At that point the play ends and the ball is considered dead. If a runner is advancing to the next base while the pitcher is gaining control of the ball and/or making his/her way to the pitcher's circle to stop play, the runner will be awarded the next base, only if he or she is past half way between the bases.
2. A dead ball is called when the pitcher has control of the ball and is in the pitcher's circle or when the ball is overthrown and 'out of play'.

Time Outs and Substitutions:

1. Time outs may be called during any dead ball situation or in the case of injury and/or illness.
2. If a player is injured or becomes ill during the course of the game, a time out will be given to the player's team and a substitution of the same gender will be allowed if the player can not continue.
3. Only one pitching change per inning.

Supervisors:

1. One supervisor per game.
2. The supervisor has final say over all matters regarding rules.
3. Supervisors have the power to:
 - A. Call timeouts
 - B. Call the game
 - C. Eject players for unsportsmanlike conduct and/or conduct which places others at risk.

Co-Rec. Modifications:

1. Substitutions can only be made with a player of the same gender.
2. Kicking order must alternate gender. If a team is playing with more of one gender, the majority gender must be first in the kicking line-up.
3. Pitcher/Catcher must be one female, and one male.
4. A team consists of at least 8 players, 4 of each gender. A team may play legally with six or seven players, provided they have no less than 3 of each gender.